

Amendment

Please replace all prior versions and listings of claims in the Application with the following Listing of Claims.

LISTING OF CLAIMS

1. (*Currently Amended*) A method, comprising:

receiving an input signal associated with a reminder event at a handheld communication device that includes a housing and a user interface member, wherein the reminder event is associated with an activity that takes place at a particular time;

determining ~~a type~~ the particular time of the reminder event; and

outputting a control signal to an actuator that is coupled to a housing of the handheld communication device, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the ~~type~~ particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

2. (*Original*) The method of claim 1 wherein the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

3. (*Canceled*)

4. (*Canceled*)

5. (*Currently Amended*) A method, comprising:

receiving an input signal associated with a status event at a handheld communication device;

determining a type of the status event; and

outputting a control signal to an actuator, wherein the actuator is coupled to a housing of the handheld communication device, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

6. (*Original*) The method of claim 5 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

7. (*Canceled*)

8. (*Original*) The method of claim 5 further comprising extracting a haptic code from the input signal, the control signal being based at least in part on the haptic code.

9. (*Canceled*)

10. (*Currently Amended*) A computer-readable medium containing executable instructions when executed cause a data processing system to:

receive an input signal associated with a reminder event at a handheld communication device that includes a housing and a user interface member, wherein the reminder event is associated with an activity that takes place at a particular time;

determine a type—the particular time of the reminder event; and

output a control signal to an actuator that is coupled to the housing of the handheld communication device, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the type—particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

11. (*Original*) The computer-readable medium of claim 10 wherein the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

12. (*Canceled*)

13. (*Previously Presented*) The computer-readable medium of claim 10, the instructions when executed further cause the data processing system to generate a plurality of control signals, each control signal being associated with a haptic effect.

14. (*Currently Amended*) A computer-readable medium containing executable instructions when executed cause a data processing system to:

receive an input signal associated with a status event at a handheld communication device;

determine a type of the status event; and

output a control signal to an actuator, wherein the actuator is coupled to a housing of the handheld communication device, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

15. (*Original*) The computer-readable medium of claim 14 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

16. (*Canceled*)

17. (*Previously Presented*) The computer-readable medium of claim 14, wherein the instructions when executed further cause the data processing system to extract a

haptic code from the input signal, the control signal being based at least in part on the haptic code.

18 - 19. (**Canceled**)

20. (**Currently Amended**) An apparatus, comprising:

a housing;

a user interface member;

a processor; and

an actuator coupled to the housing and in communication with the processor, wherein the processor is configured to:

receive an input signal associated with a reminder event, wherein the reminder event is associated with an activity that takes place at a particular time;

~~determine a type~~ the particular time of the reminder event; and

output a control signal to the actuator, the control signal configured to cause the actuator to output a first haptic effect directly to the housing based on the type particular time of the reminder event, thereby imparting the first haptic effect substantially to the housing rather than the user interface member according to the particular time.

21. (**Previously Presented**) The apparatus of claim 20 wherein the apparatus includes a handheld communication device.

22. (**Original**) The apparatus of claim 21 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

23. (**Original**) The apparatus of claim 20 wherein the type of the reminder event includes one of an appointment, a meeting, and a pre-scheduled activity.

24. (*Canceled*)

25. (*Previously Presented*) The apparatus of claim 20, further comprising a memory that stores a haptic lookup table, the first haptic effect being based on the haptic lookup table.

26. (*Currently Amended*) An apparatus, comprising:

- a housing;
- a user interface member;
- a processor; and

an actuator coupled to the housing and in communication with the processor, wherein the processor is configured to:

- receive an input signal associated with a status event at the apparatus;

- determine a type of the status event; and

- output a control signal to the actuator, and wherein the control signal includes a haptic code programmed to cause the actuator to output at a prescribed time after receiving the input signal a first haptic effect to the housing based on the type of the status event, wherein the prescribed time is programmed by the haptic code.

27. (*Previously Presented*) The apparatus of claim 26 wherein the apparatus includes a handheld communication device.

28. (*Original*) The apparatus of claim 27 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

29. (*Original*) The apparatus of claim 26 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a

stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

30. (*Canceled*)

31. (*Currently Amended*) The method of claim 1, ~~further comprising: determining a source of the reminder event, wherein the control signal is further configured to cause the actuator to output a second haptic effect based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.~~

32. (*Previously Presented*) The method of claim 5, ~~further comprising: determining a source of the status event, wherein the control signal is further configured to cause the actuator to output a second haptic effect based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.~~

33. (*Previously Presented*) The computer-readable medium of claim 10, ~~the instructions when executed further cause the data processing system to: determine a source of the reminder event, wherein the control signal is further configured to cause the actuator to output a second haptic effect based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.~~

34. (*Previously Presented*) The computer-readable medium of claim 14, ~~the instructions when executed further cause the data processing system to: determine a source of the status event, wherein the control signal is further configured to cause the actuator to output a second haptic effect based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.~~

35. (*Previously Presented*) The apparatus of claim 20, ~~the processor further configured to: determine a source of the reminder event, wherein the control signal is~~ further configured to cause the actuator to output a second haptic effect ~~based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the reminder event.~~

36. (*Previously Presented*) The apparatus of claim 26, ~~the processor further configured to: determine a source of the status event, wherein the control signal is~~ further configured to cause the actuator to output a second haptic effect ~~based on the source, and wherein at least a portion of the first haptic effect and the second haptic effect are output at a same time to convey the status event.~~